# Project 2: Task Executor Library

# Description

This project will produce library JAR file containing a TaskExecutor service. NOTE: The term “library jar” is used to differentiate it from the “executable jar” that was requested for Project 1. See the section “Packaging the Library JAR File” for more details.

TaskExecutor is a service class that maintains a pool (collection) of N threads that are used to execute instances of Tasks provided by the TaskExecutor’s clients. Interfaces for both the TaskExecutor and Task have been provided and must be used to implement the service (including the package structure).

You have also been provided a driver application and Task implementation (TaskExecutorTest.java and SimpleTestTask.java) that you can use to design, debug, and test your submissions.

# Project Goal

The primary goal of this project is to have team implement the multithreaded synchronization needed to implement the TaskExecutor and internal Blocking FIFO without the use of Java’s concurrency library (other than Semaphore) and without synchronized methods.

# TaskExecutor Service

The TaskExecutor is a service that accepts instances of Tasks (classes implementing the Task interface) and executes each task in one of the multiple threads maintained by the service. That is, the service maintains a pool of pre-spawned threads that are used to execute Tasks.

Typically, a single instance (i.e. the Singleton design pattern) of the TaskExecutor implementation would be installed on the application utilizing the service. The application would avoid creating multiple instances of the TaskExecutor service as that defeats the reason for building service and utilizing pooled threads.

The Figure 1 provides an overview of the structure and possible design of the TaskExecutor service. Clients provide implementations of the Task interface which performs some application-specific operation. Clients utilize the TaskExecutor.addTask() method to add these tasks to the Blocking FIFO queue. Pooled threads remove the tasks from the queue and execute the Task’s execute() method. The application-specific Task executes for some amount of time before completing by returning from the execute() method. At this point the thread attempts to obtain a new Task from the queue. If the FIFO queue is empty (no tasks to execute) the thread’s execution must be blocked until a new task is added to the queue. If the FIFO queue is full (no space to add a new task) the client’s thread’s execution must be blocked until a task is been removed from the queue.



Figure 1: Task Executor Overview

# Implementing the Blocking FIFO Queue

Teams are to provide an implementation of a Blocking FIFO queue. This is a normal FIFO queue that is both thread-safe and blocking. Because the queue is not visible to the client, the project does not specify the queue’s interface. However, for the sake of discussion let us use the following interface as an example:

public interface BlockingFIFO

{

void put(Task item) throws Exception;

Task take() throws Exception;

}

By ‘blocking’ we mean that the

1. The put(task) method places the given task into the queue. If the queue is full, the put() method must blocking the client’s thread until space is made available i.e. when a Task is removed from the queue through the take() method.
2. The take() method removes and returns a task from the queue. If the queue is empty, the thread calling take() will block until a Task has been placed in the queue though the put() method.

As described in the Grading section, teams have two options when implementing the Blocking FIFO.

1. Teams use the class java.util.concurrent.ArrayBlockingQueue which is provided by the JDK runtime library. ArrayBlockingQueue implements the needed blocking behavior as described above. The use of ArrayBlockingQueue provides less than full credit for the project.
2. Teams implement their own BlockingFIFO queue. The two main restrictions are 1) the blocking FIFO must implement its own blocking logic using semaphores or monitors and 2) implementations must be based on using an array of Task as its container. That is, the size of the queue must be fixed when the container is created. The FIFO implementation size (array length) must be no more than 100 elements. Implementations cannot use any of Java’s built-in container classes (e.g. ArrayList).

# Project Requirements

Be sure to read and understand these project requirements. Your submissions will be held accountable for them.

1. **The project implementation cannot use any classes from the java.util.concurrent library other than Semaphore. The project cannot use the built-in thread pools provide by the concurrent library.**
2. **The classes implementing the TaskExecutor, Blocking FIFO, Thread Pool cannot contain synchronized methods. All of the synchronization must be implemented using primitive semaphore or monitors.**
3. The project will provide an implementation of the provided TaskExecutor interface.
4. The TaskExecutor will accept and execute implementations of the provided Task interface.
5. The TaskExecutor and Task interface must implement the interface definitions given in the source files including package and exact method signatures i.e. no changes to the interfaces are allowed.
6. You have been provided with a the source for the test program TaskExecutorTest and the task SimpleTestTask both of which you can use to exercise and verify your TaskExecutor implementations. However, you must not modify either of these classes. Grading will be evaluated using unmodified versions of these classes.
7. Each thread will be assigned a unique name when created. See Thread.setName(String).
8. Threads will be maintained in a pool and reused to execute multiple Tasks. Threads are not to be created and destroyed for each task’s execution.
9. Exceptions thrown during Task execution cannot cause the failure of the executing thread. It is suggested that Task execution be wrapped in a try / catch block that logs and ignores the caught exceptions.
10. Tasks will execute concurrently on N threads where N is the thread pool size and is provided as a service initialization parameter.
11. If you team implements a BlockingQueue, the FIFO implementation must implement its own mutual exclusion mechanism (using monitors or semaphores). >> You cannot use synchronized methods on the blocking queue implementation.
12. **Repeat: If your team’s BlockingQueue implementation contains synchronized methods, your team receives no credit for its implementation.**
13. The FIFO implementation must use an Array to store tasks. You cannot use synchronized data structures such as ArrayList to implement your blocking queue.
14. **Repeat: If your team’s BlockingQueue implementation utilizes synchronized data structures (e.g. ArrayList or other), your team receives no credit for its implementation.**
15. *The FIFO implementation must use an array of length no more than 100 elements.* The reason for this requirement is that an array larger that the number of tasks injected during testing will not exercise the blocking nature of FIFO put() operations.
16. When the number of tasks exceeds the number of threads, unexecuted tasks will remain on the FIFO until removed by a unassigned thread.
17. Every pool thread’s execution must block when the FIFO is empty i.e. Pool threads should not spin or busy-wait when attempting to obtain a task from the service’s empty FIFO.
18. When the FIFO is full, client threads attempting to add a new task to the queue must block until a Task is removed.
19. The project will be delivered as a library jar file which will be linked with the test applications used to initialize and test the TaskExecutor’s correct implementation.
20. The TaskExecutor should catch, report (log), and eat any exceptions thrown during an application-specific Task’s execution i.e. an exception should not cause a pool’ed thread to exit.
21. Your implementation cannot print any messages to stdout. The number of lines printed to the console will be used to determine the correctness of your implementation and any additional lines of text will throw off the count and will cause you project to fail.
22. Note that it is entirely correct for the test application to not exit once the N tasks have been processed. I will leave it to students to figure out the reason why ☺.

# Packaging the Library JAR File

Your implementation of the TaskExecutor and the interfaces will be packaged and delivered in a library JAR file. The implantation will be evaluated by executing a prewritten test application using the provided library jar. The TaskExecutor and Task interfaces must be delivered in the package specified by the given source files. Instructions for exporting your project into a library JAR file has been provided at the end of this document.

# Student Testing

Teams have been provided a sample application and Task implementation (SimpleTestTask.java and TaskExecutorTest.java) that they can use to test their TaskExecutor implementation. This code can be used to test your implementation. Remember that eventually your team needs to execute the test application / task against the library jar file that will be submitted for grading. In Eclipse, this means generating the jar in a development project and executing the test application using the imported JAR on its classpath.

# Instructor Testing

Team will submit for grading a library JAR file containing their implementation of TaskExecutor interface. The library jar will be installed in a project containing a test application SimpleTestTask.java and TaskExecutorTest.java. It is expected that 1) the test program compile without any modification 2) that the program TaskExecutorTest.java produces the correct result from the execution of Task implementations that are part of the testing procedure.

**NOTE**: As explained in class, one success criteria will be counting the number of output lines generated by TaskExecutorTest.java. Your implementation can not modify either SimpleTestTask.java or TaskExecutorTest.java. The version of your implementation that your team submits for grading cannot produce any console output. You can (and should) use console output for debugging, but be sure that the additional output is commented out or removed from your code before compiling and packaging your library JAR file for submission.

# Project Interfaces

The following are the interfaces provided in the source files TaskExecutor.java and Task.java. These interfaces must be followed and the code must compile and execute against the test code provided under the eLearning folder TestingSource (SimpleTestTask.java and TaskExecutorTest.java).

**public** **interface** Task

{

**void** execute();

String getName();

}

**public** **interface** TaskExecutor

{

**void** addTask(Task task);

}

# Packaging and Deliverables

Each team will deliver on a USB thumb drive:

1. All project source code.
2. A library JAR containing the Task and TaskExecutor interfaces, their TaskExecutor implementation, and any additional classes needed to support their implementation. The library JAR must be compile and execute against an unmodified SimpleTestTask.java and TaskExecutorTest.java as provided including maintaining the package structure.
3. A README file (text or Word) that lists their team number and the names of students contributed to the project.

# Implementation Notes

The FIFO queue utilized to maintain the queued Tasks must be thread-safe i.e. multiple threads must be able to push and pop Tasks without the data structure becoming corrupted.

The FIFO queue utilized to maintain the queued Tasks must be blocking i.e. when a thread attempts to retrieve an element from an empty queue, that thread must be blocked until an element has been placed onto the queue. If multiple threads are blocked waiting on the empty queue, then only one of the threads will be unblocked / activated with the new task.

Notice that the book provides an overview of the Bounded Buffer on page 229 which can serve as a start of your Blocking FIFO’s implementation. However be aware that this is an incomplete design in that a race condition exists between threads that are unblocked by the notEmpty / notFull condition variables (monitors) and the other concurrently executing threads. For example:

1. Thread 1 enters append(), finds the queue full (count == N), and waits on monitor notFull.
2. Thread 2 enters take(), removes an item from the queue, and signals (notify) monitor notFull.
3. At this point Thread 1 is unblocked and eligible for scheduling. However, this does not mean that Thread 1 immediately begins execution.
4. Before Thread 1 is scheduled for execution, **Thread 3** enters append(), finds count < N, and adds an item to the queue. Now count = N.
5. Notice that when Thread 1 resumes execution, it does not check if count is still < N (which it won’t be because of Thread 3’s action).

It is up to your team to create a solution, or alternative design, that avoids this problem.

## TaskRunner Design

A suggested design for the threads responsible for executing Tasks is to create a Runnable that 1) obtains a Task from the FIFO 2) executes the TASK by calling the execute() method (See Figure 4). This Runnable is used to instantiate each of the Treads in the pool. The following provides an example of the TaskRunner’s implication of its run() method.

public void run() {

while(true) {

// take() blocks if queue is empty

Task newTask = blockingFifoQueue.take();

try {

newTask.execute();

}

catch(Throwable th) {

// Log (e.g. print exception’s message to console)   
 // and drop any exceptions thrown by the task’s  
 // execution.

}

}

}

Note that the execution of the task is wrapped in an exception handler that will consume any Throwable generated during the execution of the Task’s execute method. This is needed to keep the Throwable (exception) from killing the TaskRunner’s thread.

The following is a sample design of this service. The interfaces provided by a Java library or by the project are marked in blue. The Task implementation is also marked in blue. The remaining classes compose a suggested design implementing the project’s requirements.

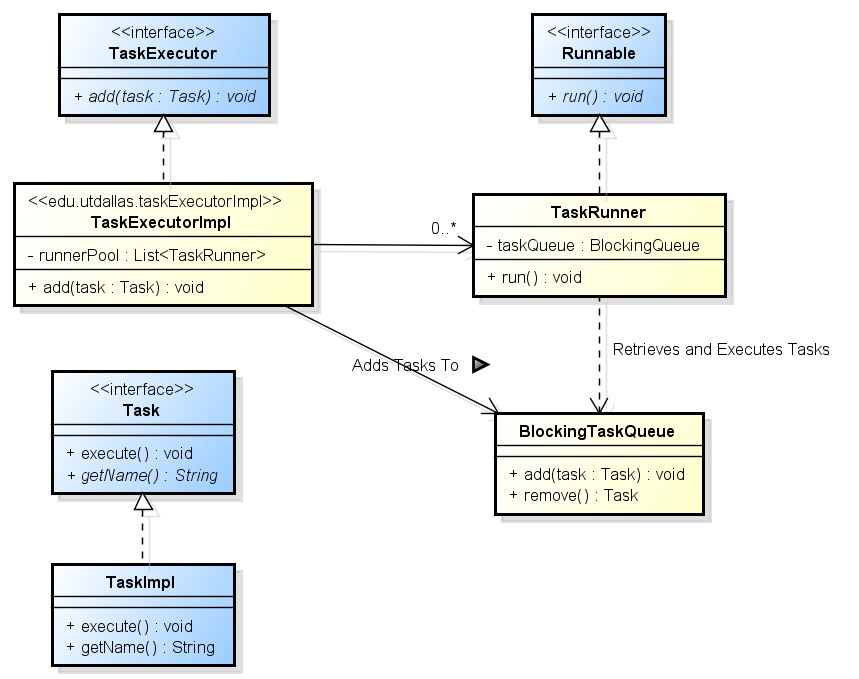


Figure 2: Suggested Design

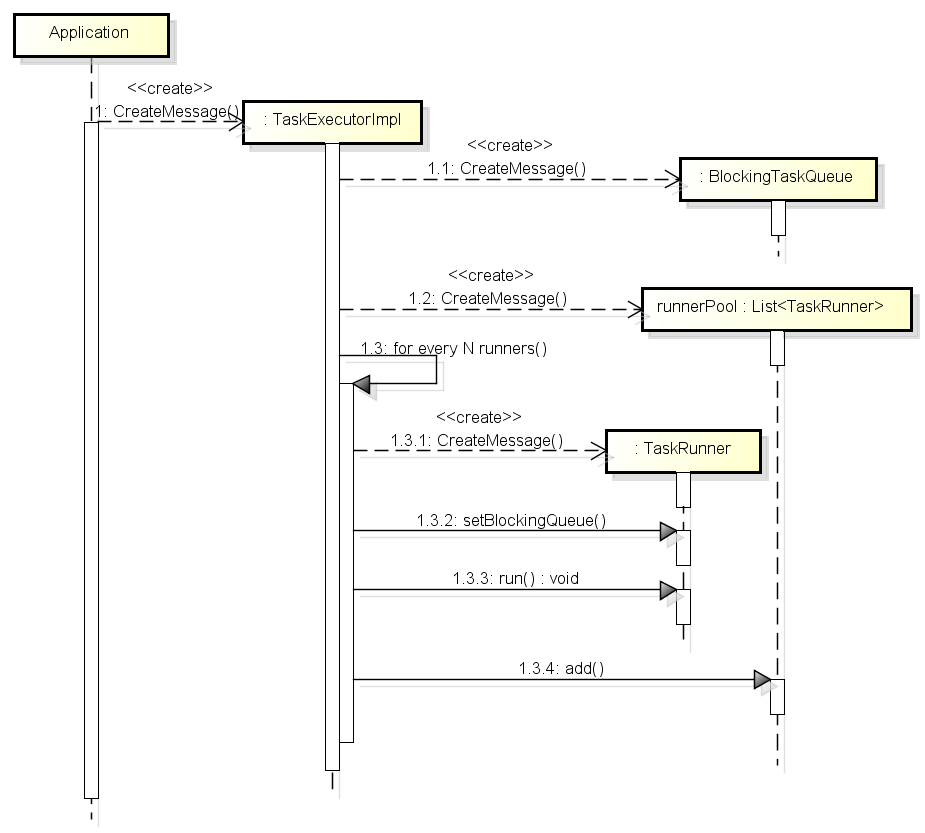


Figure 3: Suggested TaskExecutor Initialization

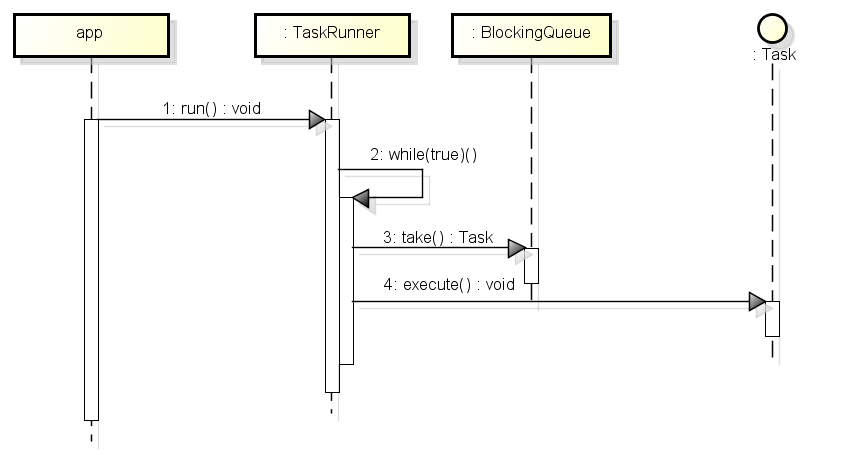


Figure 4: Suggested Task Runner Design

# Application Output

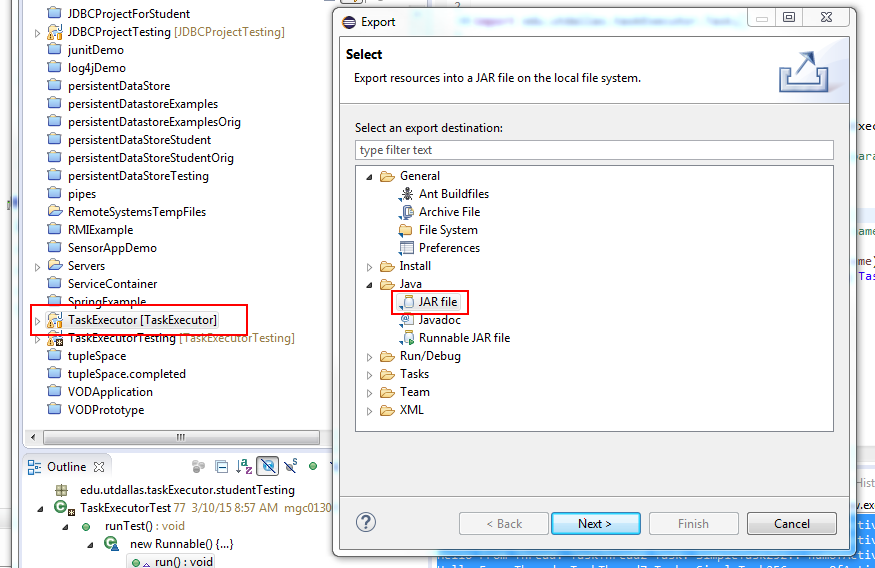
The output generated by the TestExecutorTest application is useful for diagnosing the correct operation of the TaskExecutor’s implementation. The project materials provided include a file “sampleOutput.txt” which illustrates the following points:

1. Initially there will be N+M task injection messages printed to the output where N is the size of the FIFO and M is the number of threads.
2. The output will then vary from messages produced by executing threads and messages produced by the injection of new tasks into the queue.
3. Tasks names (e.g. SimpleTask234) will be printed in non-sequential order indicating that the tasks are being schedule out of insertion order (as should be expected).
4. Thread names (e.g. TaskThread8) should also be listed in a random order.
5. The numberOfActivations counter should be equal the number of tasks at the end of the run.
6. The number of the lines in the file should equal 2 times the number of tasks.

# Exporting an Eclipse Project as a Library JAR File

This section provides a procedure describing of how to export the project containing your team’s TaskExecutor implementation as a library .jar file for submission.

1. Select the project that you wish to export.
2. Use the right mouse button, or the file menu, to select the Export feature.
3. Select Java >>JAR File as shown below, and then Next.



1. On the JAR Export panel, make sure that the desired project is selected and enter the path and file name for the exported library jar file.
2. Select Finish and the export operation will be completed.

